

6B Teacher's notes Comparisons

Activity: Board game

Language point: Comparatives (Unit 6, Section B)

Time: 20–25 minutes

Materials: One handout for each group of three to four students. You will also need a die and some counters for each group. If you don't have dice, you could use coins (e.g. two heads = 1 move, two tails = 2 moves, one heads and one tails = 3 moves).

Procedure:

- Check that students remember the rules for forming and using comparative adjectives (See Student's Book, pages 74–75).
- Pre-teach *watch, tent, radio*.
- Divide the students into small groups of three to four. Give each group a copy of the game board, a counter for each member of the group, and a die/coins. (If you prefer, students can work in groups of four and play in pairs against each other.)
- All of the counters are placed on START.
- Tell students to decide which member of their group is going to start the game. The first player throws the die/coins and moves their counter. If they land on an adjective, they make a sentence with the comparative form of the adjective, e.g. *Cars are better than bikes*. If they land on a picture, they make a sentence about the item using any comparative, e.g. *Cars are more expensive than bikes. Ferraris are faster than Volkswagens*. To increase the challenge, you could get students to give a reason, e.g. *Cars are better than bikes because they go faster*.
- The object of the game is for players to work their way around the board to FINISH.
- When they have all finished, get feedback from the different groups. Ask them to share some of their sentences with the rest of the class.